Robert Reynik

Product and System Design Engineer

Website www.robertreynik.com

Phone Number +30 6944 615468

Email reynikg@gmail.com

01 PROFILE

Robert is a Greek / American Product and System Design Engineer focused on integrating algorithmic and computational strategies into diverse design workflows. Skilled in thorough research, iterative exploration, and maintaining detailed process documentation. Experienced in CAD modeling, 3D modeling, packaging, graphic design, physical prototyping, product visualization, system design, parametric workflows, and information presentation. Adept at collaborating in both solo and team environments—remotely or in person—to develop efficient, forward-thinking solutions.

02 EDUCATION

2019 - 2024

University of Western Macedonia - Greece

Bachelor's in Product and System Design Engineering, with an integrated **Master**'s in Product Design Engineering.

Dissertation titled "Computational Design of Unmanned Surface Vessels (USV)" due to a special interest in integrating Computational and Algorithmic Design into the product design cycle.

Graduated with honors - Grade 8.71

03 SKILLS

Language Skills	C2 Proficiency in the English language (Bilingual) B1 Proficiency in the Chinese language
Software Proficiency	Autodesk Inventor, Autodesk Fusion360, Rhinoceros 3D, Grasshopper, Microsoft Suite, Affinity Suite, Blender 3D
Coding & Computational Design:	Python, Parametric design workflows, Algorithmic design tools, Visual Scripting, Grasshopper
Other Notable Skills	Public speaking, collaboration, user research, prototyping, packaging design, graphic design

04 PROJECTS

Computational Design of USVs (Unmanned Surface Vessels)	A research-focused project applying algorithmic and computational techniques to simplify hull design for unmanned surface vessels (USVs). Developed a novel algorithm (in Grasshopper and Rhinoceros 8) to streamline the hull design process (for USVs). Enabled rapid iteration through parametric modeling, real-time stability and load calculations, and a 3D printing preparation module. Provided a user-friendly tool for both novice and professional designers, reducing design cycles and allowing high customization without extensive nautical design knowledge.
Parametric Design for a Soundproofing Booth System	Developed a modular, tile-based system for soundproofing booths, integrating parametric and algorithmic modeling tools. Responsibilities involved prototyping different variations in Fusion 360 and Rhinoceros 8, as well as creating a Unity-based application that allowed end-users to configure their booths by selecting from a catalog of custom-designed furniture and acoustic elements. Emphasized user-friendly, adaptable design with a focus on modularity, easy assembly, and a personalized interior layout.
Tricycle Design and Development	Designed a concept tricycle prototype (prototype scale 1:10) aimed at a future urban environment, balancing ergonomic, aesthetic, and functional requirements. Conducted market research, competitor analysis, and iterative prototyping to refine shapes and geometries. The project included CAD modeling, physical prototyping, and virtual visualization, and was treated as a full product launch scenario by simulating social media promotion and user engagement strategies.